

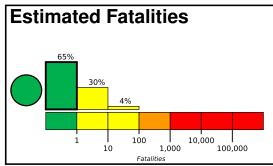




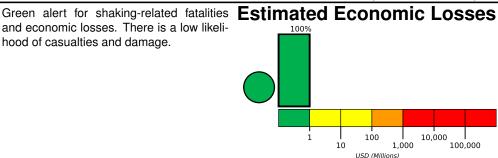
**PAGER** Version 4

Created: 1 day, 0 hours after earthquake

# **M 5.6, 2 km E of Quequea, Peru** Origin Time: 2020-12-16 17:48:44 UTC (Wed 12:48:44 local) Location: 16.5596° S 71.4291° W Depth: 87.4 km



and economic losses. There is a low likelihood of casualties and damage.



# **Estimated Population Exposed to Earthquake Shaking**

71.2°W

ESTIMATED POPULATION EXPOSURE (k=x1000)		_*	1,394k*	458k	1,098k	0	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	11-111	IV	V	VI	VII	VIII	IX	X+
PERCEIVED SHAKING		Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL DAMAGE	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

<sup>\*</sup>Estimated exposure only includes population within the map area.

72.4°W

### Population Exposure

population per 1 sq. km from Landscan

#### **Structures**

Overall, the population in this region resides in structures that are highly vulnerable to earthquake shaking, though some resistant structures exist. The predominant vulnerable building types are mud wall and reinforced/confined masonry construction.

# **Historical Earthquakes**

Date	Dist.	Mag.	Max	Shaking
(UTC)	(km)		MMI(#)	Deaths
2001-12-04	171	5.8	VI(32k)	2
1987-08-13	158	6.5	VII(62k)	1
2001-06-23	221	8.4	VIII(179k)	48

Recent earthquakes in this area have caused secondary hazards such as landslides that might have contributed to losses.

# Orcopampa Lampa Juliaca Llongasora Atuncolla Pucara Lluta 16.2°S rabamb Mollendo 17.4°S Ilabaya

PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty.

## **Selected City Exposure**

from Ge	eoNames.org	
MMI	City	Population
٧	Arequipa	841k
٧	Tiabaya	<1k
٧	Sabandia	<1k
٧	Socabaya	<1k
٧	Characato	<1k
٧	Chiguata	<1k
IV	Moquegua	55k
IV	llo	53k
Ш	Juliaca	246k
Ш	Puno	117k
Ш	Tacna	280k

bold cities appear on map.

(k = x1000)